

ABSTRACT

An apparatus for interfacing with a user includes both a joystick and a joy pad. The joystick provides one type of input from the user to a computer program. Moreover, the joy pad is disposed in close proximity to the joystick and provides another type of input from the user to the computer program. The digital joy pad has one or more discrete inputs. The joystick extends upward vertically from a center of the joy pad. The joystick may include a circular top with a beveled edge. The joystick top has a radius that extends almost to a beginning of the one or more discrete inputs of the joy pad, whereby a user can move the joy stick and depress one input of the digital joy pad with a single digit. Thus, by placing the joystick and the joy pad in close proximity to each other, both can be activated by a single user's digit.